EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	1	liao-qun-feng.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/11/16 13:22
L60	1	liao-qun-feng.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/11/16 13:22
L59	20	hong-zhou.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/11/16 13:22
S2	17	hong-zhou.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/11/16 13:21
L57	1	345/630.ccls. and ((chang$3 or swap$4 or flip$4 or switch$3) same (textur$3 near3 (axis or axes)))	US-PGPUB; USPAT	OR	ON	2006/11/16 13:06
L54	3	382/284.ccls. and ((chang$3 or swap$4 or flip$4 or switch$3) same (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 13:06
L53	4	382/293.ccls. and ((chang$3 or swap$4 or flip$4 or switch$3) same (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 13:06
L52	1	382/293.ccls. and ((chang$3 or swap$4 or flip$4 or switch$3) near12 (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 13:06
L58	0	345/630.ccls. and ((chang$3 or swap$4 or flip$4 or switch$3) same (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 13:05
L56	0	382/284.ccls. and ((chang$3 or swap$4 or flip$4 or switch$3) same (textur$3 near3 (axis or axes)))	US-PGPUB; USPAT	OR	ON	2006/11/16 13:05

EAST Search History

L55	0	382/293.ccls. and ((chang$3 or swap$4 or flip$4 or switch$3) same (textur$3 near3 (axis or axes)))	US-PGPUB; USPAT	OR	ON	2006/11/16 13:05
L50	0	382/293.ccls. and ((chang$3 or swap$4 or flip$4 or switch$3) near12 (textur$3 near3 (axis or axes)))	US-PGPUB; USPAT	OR	ON	2006/11/16 13:05
L49	0	382/284.ccls. and ((chang$3 or swap$4 or flip$4 or switch$3) near12 (textur$3 near3 (axis or axes)))	US-PGPUB; USPAT	OR	ON	2006/11/16 13:05
L51	0	382/284.ccls. and ((chang$3 or swap$4 or flip$4 or switch$3) near12 (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 13:04
L42	0	345/630.ccls. and ((chang$3 or swap$4 or flip$4 or switch$3) near12 (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 13:04
L41	0	345/630.ccls. and ((chang$3 or swap$4 or flip$4 or switch$3) near12 (textur$3 near3 (axis or axes)))	US-PGPUB; USPAT	OR	ON	2006/11/16 13:04
L48	0	382/293.ccls. and ((exchang$3) near12 (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 13:03
L47	0	382/284.ccls. and ((exchang$3) near12 (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 13:03
L46	0	382/293.ccls. and ((invert$3) near12 (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 13:03
L45	0	382/284.ccls. and ((invert$3) near12 (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 13:03
L44	375	382/293.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 13:03

EAST Search History

L43	831	382/284.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 13:03
L40	0	345/630.ccls. and ((exchang$3) near12 (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 13:03
L39	0	345/630.ccls. and ((invert$3) near12 (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 13:03
L38	209	345/630.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 13:01
L24	0	345/582.ccls. and ((exchang$3) near12 (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 13:01
L23	0	345/582.ccls. and ((invert$3) near12 (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 13:01
L22	9	345/582.ccls. and ((chang$3 or swap$4 or flip$4 or switch$3) near12 (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 13:01
L21	5	345/582.ccls. and ((chang$3 or swap$4 or flip$4 or switch$3) near12 (textur$3 near3 (axis or axes)))	US-PGPUB; USPAT	OR	ON	2006/11/16 13:01
L37	5	((face adj map$4) or (cub$3 adj map$4) or (environment$2 adj map$4)) and ((chang$3 or swap$4 or flip$4 or switch$3) same (textur$3 near3 (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 12:54
L36	25	((face adj map$4) or (cub$3 adj map$4) or (environment$2 adj map$4)) and ((chang$3 or swap$4 or flip$4 or switch$3) same (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 12:47

EAST Search History

S14	9	345/582.ccls. and (face adj map$4)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 12:46
L32	1	345/587.ccls. and ((chang$3 or swap$4 or flip$4 or switch$3) near12 (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 12:45
L35	0	345/608.ccls. and ((chang$3 or swap$4 or flip$4 or switch$3) near12 (textur$3 near3 (axis or axes)))	US-PGPUB; USPAT	OR	ON	2006/11/16 12:44
L34	0	345/587.ccls. and ((chang$3 or swap$4 or flip$4 or switch$3) near12 (textur$3 near3 (axis or axes)))	US-PGPUB; USPAT	OR	ON	2006/11/16 12:44
L33	0	345/608.ccls. and ((chang$3 or swap$4 or flip$4 or switch$3) near12 (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 12:44
S31	8	345/608.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 12:43
L31	9	345/608.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 12:43
L30	122	345/587.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/11/16 12:43
S16	110	345/587.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/11/16 12:42
L29	0	L2 and ((chang$3 or swap$4 or flip$4 or switch$3) near12 (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 12:42

EAST Search History

L13	1147	((chang$3 or swap$4 or flip$4 or switch$3) near12 (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 12:42
L28	1	345/606.ccls. and ((chang$3 or swap$4 or flip$4 or switch$3) near12 (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 12:41
L27	1	345/606.ccls. and ((chang$3 or swap$4 or flip$4 or switch$3) near12 (textur$3 near3 (axis or axes)))	US-PGPUB; USPAT	OR	ON	2006/11/16 12:41
L26	0	345/606.ccls. and ((exchang$3) near12 (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 12:40
L25	0	345/606.ccls. and ((invert$3) near12 (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 12:40
L18	0	345/419.ccls. and ((exchang$3) near12 (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 12:37
L17	0	345/419.ccls. and ((invert$3) near12 (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 12:37
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L5	0	345/419.ccls. and ((chang$3 or swap$4 or flip$4 or switch$3) near12 (textur$3 near3 (axis or axes)))	US-PGPUB; USPAT	OR	ON	2006/11/16 12:37
L20	0	345/420.ccls. and ((invert$3) near12 (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 12:22

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L19	0	345/420.ccls. and ((exchang$3) near12 (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 12:22
L15	2	345/420.ccls. and ((chang$3 or swap$4 or flip$4 or switch$3) near12 (u and v and (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 12:21
L10	0	((invert$3) near12 (textur$3 near3 (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 12:21
L12	13486	((chang$3 or swap$4 or flip$4 or switch$3) near12 (u and v))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 12:20
L11	2	((exchang$3) near12 (textur$3 near3 (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 12:19
L9	24	((chang$3 or swap$4 or flip$4 or switch$3) near12 (textur$3 near3 (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 12:19
L8	0	345/419.ccls. and ((chang$3 or swap$4 or flip$4 or switch$3) near12 (textur$3 near3 (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 12:10
L7	0	345/420.ccls. and ((chang$3 or swap$4 or flip$4 or switch$3) near12 (textur$3 near3 (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/11/16 12:09
L6	0	345/420.ccls. and ((chang$3 or swap$4 or flip$4 or switch$3) near12 (textur$3 near3 (axis or axes)))	US-PGPUB; USPAT; USOCR; EPO; JPO	OR	ON	2006/11/16 12:09
L4	0	L2 and ((chang$3 or swap$4 or flip$4 or switch$3) near12 (textur$3 near3 (axis or axes)))	US-PGPUB; USPAT	OR	ON	2006/11/16 12:09
L3	0	L2 and ((chang$3 or swap$4 or flip$4 or switch$3) near7 (textur$3 near3 (axis or axes)))	US-PGPUB; USPAT	OR	ON	2006/11/16 12:08

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L2	8	(US-20020126129-$ or US-20030164830-$).did. or (US-6975319-$ or US-6664963-$ or US-6756990-$ or US-6542154-$ or US-6765584-$ or US-6034691-$). did.	US-PGPUB; USPAT	OR	OFF	2006/11/16 12:07

RESULT LIST
8 results found in the Worldwide database for:
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1 **Method and apparatus for computing a computer graphics image of a textured surface**
Inventor: VAN OVERVELD CORNELIS W A M (NL) Applicant: KONINKL PHILIPS ELECTRONICS NV (NL)
EC: G06T15/20A IPC: ***G06T15/00; G06T15/20***; **G06T15/00** (+2)
Publication info: **US6614446** - 2003-09-02

2 **MAP INFORMATION UPDATING METHOD AND MAP UPDATING DEVICE**
Inventor: OGAWA YUKIO; IWAMURA KAZUAKI; (+1) Applicant: HITACHI LTD
EC: IPC: ***G09B29/00; G06T1/00; G06T7/60*** (+8)
Publication info: **JP2000310940** - 2000-11-07

3 **SYSTEM AND METHOD OF SELECTING LEVEL OF DETAIL IN TEXTURE MAPPING**
Inventor: MALAMY ADAM; BAKER NICHOLAS R; (+2) Applicant: WEBTV NETWORKS INC (US)
EC: G06T15/20A IPC: ***G06T15/20***; **G06T15/10**; (IPC1-7): G06T11/40
Publication info: **WO9952076** - 1999-10-14

4 **Method and apparatus for geometric compression of three-dimensional graphics**
Inventor: DEERING MICHAEL F (US) Applicant: SUN MICROSYSTEMS INC (US)
EC: G06T9/00F IPC: ***G06T9/00***; **G06T9/00**; (IPC1-7): G06T9/00
Publication info: **EP0889440** - 1999-01-07

5 **Compression of three-dimensional geometry data representing a regularly tiled surface portion of a graphical object**
Inventor: DEERING MICHAEL F (US) Applicant: SUN MICROSYSTEMS INC (US)
EC: G06T9/00F IPC: ***G06T9/00***; **G06T9/00**; (IPC1-7): G06F15/00
Publication info: **US6215500** - 2001-04-10

6 **Method and system for filtering texture map data for improved image quality in a graphics computer system**
Inventor: DEVIC GORAN (US); SHAW CHRISTOPHER W (US) Applicant: CIRRUS LOGIC INC (US)
EC: G06T11/40 IPC: ***G06T11/40***; **G06T11/40**; (IPC1-7): G06T11/40
Publication info: **US6184893** - 2001-02-06

7 **METHOD FOR COMPUTING TEXTURE MAPPING PARAMETERS**
Inventor: EINKAUF MARK A; LARSON MICHAEL K Applicant: CIRRUS LOGIC INC (US)
EC: G06T15/20A IPC: ***G06T15/20***; **G06T15/10**; (IPC1-7): G06T15/10
Publication info: **WO9829837** - 1998-07-09

8 **Image processing apparatus and method**
Inventor: SHINOHARA MIKIO (JP) Applicant: SEGA ENTERPRISES KK (JP)
EC: G06T15/50D IPC: ***G09G5/36; G06T15/00; G06T15/50*** (+4)
Publication info: **US5877769** - 1999-03-02

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change swap flip switch [OR]

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axis axes [OR]

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No.	Publication No.	Title
1.	2002 - 251629	METHOD FOR EXPRESSING IMAGE AND PROGRAM USED FOR THE SAME
2.	2002 - 092636	WATER SURFACE IMAGE FORMING METHOD, COMPUTER-READABLE STORAGE MEDIUM FOR REALIZING IT, AND GAME SYSTEM
3.	2002 - 032790	GAME SYSTEM AND INFORMATION STORAGE MEDIUM
4.	2000 - 020736	PLOTTING DEVICE AND METHOD THEREFOR

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3 results found in the Worldwide database for:
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1 **WATER SURFACE IMAGE FORMING METHOD, COMPUTER-READABLE STORAGE MEDIUM FOR REALIZING IT, AND GAME SYSTEM**

Inventor: SATO RYOHEI
Applicant: KONAMI CO LTD
EC:
IPC: ***A63F13/00; G06T15/00; G06T15/70*** (+6)
Publication info: **JP2002092636** - 2002-03-29

2 **GAME DEVICE AND INFORMATION STORAGE MEDIUM**

Inventor: KANAKUBO TETSUYA; NAGASE JUN
Applicant: NAMCO LTD
EC:
IPC: ***A63F13/00***; **A63F13/00**; (IPC1-7): A63F13/00
Publication info: **JP2000167237** - 2000-06-20

3 **PLOTTING DEVICE AND METHOD THEREFOR**

Inventor: FUJISHIMA HIDEYUKI
Applicant: MATSUSHITA ELECTRIC IND CO LTD
EC:
IPC: ***H04N1/387; G06T11/00; G06T11/20*** (+5)
Publication info: **JP2000020736** - 2000-01-21

Terms used **texture cube map coordinate axis switch change flip swap**

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1 Real-time volume graphics

Klaus Engel, Markus Hadwiger, Joe M. Kniss, Aaron E. Lefohn, Christof Rezk Salama, Daniel Weiskopf

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(7.63 MB) Additional Information: full citation, abstract

The tremendous evolution of programmable graphics hardware has made high-quality real-time volume graphics a reality. In addition to the traditional application of rendering volume data in scientific visualization, the interest in applying these techniques for real-time rendering of atmospheric phenomena and participating media such as fire, smoke, and clouds is growing rapidly. This course covers both applications in scientific visualization, e.g., medical volume data, and real-time rendering, ...

2 Real-time shading

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(7.39 MB) Additional Information: full citation, abstract

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

3 Courses: Advanced real-time rendering in 3D graphics and games

Natalya Tatarchuk, Chris Oat, Pedro V. Sander, Jason L. Mitchell, Carsten Wenzel, Alex Evans

July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**

Publisher: ACM Press

Full text available: pdf(7.95 MB) Additional Information: full citation, abstract

The amazing power of the latest GPUs has spurred a real osmosis of ideas between the game developers and state-of-the-art graphics research. This course presents innovative real-time algorithms from award-winning game engines and ground-breaking 3D rendering that are pushing the visual boundaries and interactive experience of complex virtual worlds. The techniques are applicable in real-time and offline domains. Attendees will learn several innovative highly optimized algorithms in various areas ...

4 Session F2: VR modeling: geometry and texture: Double projective cylindrical texture mapping on FPGA

Xiaoying Li, Baoquan Liu, Enhua Wu

June 2006 **Proceedings of the 2006 ACM international conference on Virtual reality continuum and its applications VRCIA '06**

Publisher: ACM Press

Full text available: pdf(329.36 KB) Additional Information: full citation, abstract, references, index terms

Image-based modeling and rendering (IBMR) techniques have been used to construct three-dimensional virtual scenes applied for VR applications by warping several two-dimensional images with depth information. In this paper, a novel approach of IBMR with depth information called double projective cylindrical texture mapping method (DPCM) is presented and implemented on an FPGA hardware platform. By the approach, based on a virtual double projective cylindrical camera model, the rendered scene is f ...

Keywords: FPGA, depth image, graphics hardware, image warping, image-based rendering

5 Discrete conformal mappings via circle patterns

Liliya Kharevych, Boris Springborn, Peter Schröder

April 2006 **ACM Transactions on Graphics (TOG)**, Volume 25 Issue 2

Publisher: ACM Press

Full text available: pdf(1.21 MB) Additional Information: full citation, abstract, references, index terms

We introduce a novel method for the construction of discrete conformal mappings from surface meshes of arbitrary topology to the plane. Our approach is based on *circle patterns*, that is, arrangements of circles---one for each face---with prescribed intersection angles. Given these angles, the circle radii follow as the unique minimizer of a convex energy. The method supports very flexible boundary conditions ranging from free boundaries to control of the boundary shape via prescribed curv ...

Keywords: Conformal parameterizations, circle patterns, discrete analytic functions, discrete differential geometry, meshing, texture mapping

6 Courses: Spatial augmented reality

Oliver Bimber, Ramesh Raskar

July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**

Publisher: ACM Press

Full text available: pdf(22.57 MB) Additional Information: full citation, abstract

A survey of the latest techniques for augmented reality, which go beyond conventional head-mounted displays. The tutorial introduces prototypes, explains rendering and calibration algorithms, discusses case studies, and presents practical experience. Attendees learn about new applications enabled by current augmented-reality techniques that combine the real and virtual worlds in art, science, education, and industry.

7 High dynamic range imaging

Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.22 MB) Additional Information: full citation, abstract

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

8 Courses: High-dynamic-range imaging: theory and applications

Paul Debevec, Erik Reinhard

July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**

Publisher: ACM Press

Full text available: pdf(15.18 MB) Additional Information: full citation, abstract

New techniques in capturing, representing, processing, and displaying high-dynamic-range (HDR) images. HDR imagery represents the full range of light in the real world, which enables marked improvements in visual fidelity and photorealism. Application areas include lighting, compositing, film, game design, and display hardware.

9 HDR and systems: The Direct3D 10 system

David Blythe

July 2006 **ACM Transactions on Graphics (TOG)**, Volume 25 Issue 3

Publisher: ACM Press

Full text available: pdf(377.38 KB) Additional Information: full citation, abstract, references, index terms

We present a system architecture for the 4th generation of PC-class programmable graphics processing units (GPUs). The new pipeline features significant additions and changes to the prior generation pipeline including a new programmable stage capable of generating additional primitives and streaming primitive data to memory, an expanded, common feature set for all of the programmable stages, generalizations to vertex and image memory resources, and new storage formats. We also describ ...

Keywords: graphics systems, programmable graphics hardware, programmable shading

10 Volume rendering: VIZARD II: a reconfigurable interactive volume rendering system

M. Meißner, U. Kanus, G. Wetekam, J. Hirche, A. Ehlert, W. Straßer, M. Doggett, P. Forthmann, R. Proksa

September 2002 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on Graphics hardware**

Publisher: Eurographics Association

Full text available: pdf(767.44 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents a reconfigurable, hardware accelerated, volume rendering system for high quality perspective ray casting. The volume rendering accelerator performs ray casting by calculating the path of the ray through the volume using a programmable Xilinx Virtex FPGA which provides fast design changes and low cost development. Volume datasets are stored on the card in low profile DIMMs with standard connectors allowing both, large datasets up to 1 GByte with 32 bit per voxel, and easy upgr ...

11 Volume rendering II: Shear-Warp deluxe: the Shear-Warp algorithm revisited

Jon Sweeney, Klaus Mueller

May 2002 **Proceedings of the symposium on Data Visualisation 2002 VISSYM '02**

Publisher: Eurographics Association

Full text available: pdf(889.04 KB) Additional Information: full citation, abstract, references, citings

Despite continued advances in volume rendering technology, the Shear-Warp algorithm, although conceived as early as 1994, still remains the world's fastest purely software-based volume rendering algorithm. The impressive speed of near double-digit framerates for moderately sized datasets, however, does come at the price of reduced image quality and memory consumption. In this paper, we present the implementation and impact of certain measures that seek to address these shortcomings. Specifically ...

12 Courses: Physically based reflectance for games

Nathaniel Hoffman

July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**

Publisher: ACM Press

Full text available: pdf(8.27 MB) Additional Information: full citation, abstract

How to use the physical principles of reflectance to increase game realism while acknowledging real-world production issues such as performance and ease of content creation. In this course, game developers learn how to incorporate realistic reflectance in their games, and graphics researchers learn how to evaluate the applicability of their research to game development.

13 Parameterized environment maps

Ziyad S. Hakura, John M. Snyder, Jerome E. Lengyel
March 2001 **Proceedings of the 2001 symposium on Interactive 3D graphics**
Publisher: ACM Press
Full text available: pdf(9.54 MB) Additional Information: full citation, references, citings, index terms

Keywords: Fresnel modulation, IBR, parameterized texture maps, ray tracing, reflections, surface light fields

14 Courses: Digital modeling of the appearance of materials

Holly Rushmeier
July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**
Publisher: ACM Press
Full text available: pdf(7.33 MB) Additional Information: full citation, abstract

Realistic computer graphics rendering requires modeling the appearance of physical materials. This course covers the range of techniques for specifying materials, including classifying physical materials by observation, basic mathematical representation, modeling material appearance change over time, and integrating material models into rendering systems.

15 Graphics is fun: Graphics gems revisited: fast and physically-based rendering of gemstones

Stephane Guy, Cyril Soler
August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3
Publisher: ACM Press
Full text available: pdf(2.08 MB) mov(23:7 MIN) Additional Information: full citation, abstract, references

We present an algorithm for rendering faceted colored gemstones in real time, using graphics hardware. Beyond the technical challenge of handling the complex behavior of light in such objects, a real time high quality rendering of gemstones has direct applications in the field of jewelry prototyping, which has now become a standard practice for replacing tedious (and less interactive) wax carving methods. Our solution is based on a number of controlled approximations of the physical phenomena in ...

Keywords: Crystal optics, Hardware-based rendering, real time

16 4-1 Rendering: Real-time bump mapped texture shading based-on hardware acceleration

Jiening Wang, Jizhou Sun
June 2004 **Proceedings of the 2004 ACM SIGGRAPH international conference on Virtual Reality continuum and its applications in industry**
Publisher: ACM Press
Full text available: pdf(242.19 KB) Additional Information: full citation, abstract, references, index terms

It would be more convinced if we can provide more realistic visual effects in a VR system. Bump mapping can simulate a surface bumpy appearance without any overload of increasing extra polygons. Techniques of programmable per-vertex shader and per-pixel shader have been introduced in recent years based on newly developed graphics hardware armed with powerful GPU. This makes ease in realizing real-time bump mapping and complex lighting computation. Firstly, the mathematics of bump mapping is disc ...

Keywords: GPU, OpenGL, bump mapping, per-pixel lighting, real-time rendering, register combiner

17 Reflection space image based rendering

Brian Cabral, Marc Olano, Philip Nemec
July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press/Addison-Wesley Publishing Co.
Full text available: pdf(6.11 MB) Additional Information: full citation, references, citings, index terms

Keywords: image based rendering, interactive rendering and shading, reflection mapping, texture mapping

18 Towards interactive bump mapping with anisotropic shift-variant BRDFs

Jan Kautz, Hans-Peter Seidel
August 2000 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**
Publisher: ACM Press
Full text available: pdf(3.98 MB) Additional Information: full citation, abstract, references, citings, index terms

In this paper a technique is presented that combines interactive hardware accelerated bump mapping with shift-variant anisotropic reflectance models. An evolutionary path is shown how some simpler reflectance models can be rendered at interactive rates on current low-end graphics hardware, and how features from future graphics hardware can be exploited for more complex models. We show how our method can be applied to some well known reflectance models, namely the Banks model, War ...

19 Real-time rendering: Real-time reflection on moving vehicles in urban environments

Alexandre Meyer, Céline Loscos
October 2003 **Proceedings of the ACM symposium on Virtual reality software and technology**
Publisher: ACM Press
Full text available: pdf(500.57 KB) Additional Information: full citation, abstract, references, index terms

In the context of virtual reality, the simulation of complex environments with many animated objects is becoming more and more common. Virtual reality applications have always promoted the development of new efficient algorithms and image-based rendering techniques for real-time interaction. In this paper, we propose a technique which allows the real-time simulation in a city of the reflections of static geometry (*eg.* building) on specular dynamic objects (vehicles). For this, we introduc ...

Keywords: environment maps, image-based rendering, ray tracing, real-time rendering

20 Frequency space environment map rendering

Ravi Ramamoorthi, Pat Hanrahan
July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques SIGGRAPH '02**, Volume 21 Issue 3
Publisher: ACM Press
Full text available: pdf(3.37 MB) Additional Information: full citation, abstract, references, citings, index terms

We present a new method for real-time rendering of objects with complex isotropic BRDFs under distant natural illumination, as specified by an environment map. Our approach is based on spherical frequency space analysis and includes three main contributions. Firstly, we are able to theoretically analyze required sampling rates and resolutions, which have traditionally been determined in an ad-hoc manner. We also introduce a new compact representation, which we call a *spherical harmonic reflec ...*

Keywords: *complexity analysis, environment maps, image-based rendering, signal-processing, spherical harmonics*

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  John Colter, Netscape Navigator
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IEEE JNL IEEE Journal or Magazine

IEE JNL IEE Journal or Magazine

IEEE CNF IEEE Conference Proceeding

IEE CNF IEE Conference Proceeding

IEEE STD IEEE Standard

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